Marked-Up Copy of Claim 1

1. (Twice Amended) A method of creating a graphical human-machine interface,

comprising the steps of:

   (a) providing a computer using a first operating system;

   (b) providing a handheld portable computing device in communication with the

   computer, the handheld portable computing device using a second operating

   system that is less capable than the first operating system;

   (c) generating on the computer a software object that provides a graphical

   human-machine interface when operating on the handheld portable

   computing device, the interface being adapted to control at least one

   parameter of a process; and

   (d) transferring the software object from the computer to the handheld portable

   computing device.

Marked-Up Copy of Claim 2

2. (Twice Amended) The method of claim 1 further comprising, after step (c), the step

of simulating on the computer the operation of the software object on the <u>handheld</u>

portable computing device.

Marked-Up Copy of Claim 3

3. (Twice Amended) The method of claim 1 further comprising the steps of:

(a) operating the software object to provide the graphical human-machine

interface on the <u>handheld</u> portable computing device; and

(b) transmitting information between the computer and the <u>handheld</u> portable

computing device.

Marked-Up Copy of Claim 5

5. (Twice Amended) The method of claim 1 wherein step (c) comprises generating on

the computer the software object which is processor-independent; and wherein step

(c) further comprises providing a run-time engine specific to a selected processor

present on the <u>handheld</u> portable computing device.

Marked-Up Copy of Claim 8

8. (Twice Amended) A computer program recorded on a machine-readable medium, comprising:

    (a) a module that operates on a computer to allow a user of the computer to generate a software object that provides a graphical human-machine interface when operating on a <u>handheld</u> portable computing device, <u>the interface being adapted to control at least one parameter of a process,</u> the computer using a first operating system and the <u>handheld</u> portable computing device using a second operating system having less capability than the first operating system;

    (b) a module that operates on the computer to simulate the operation of the software object on the <u>handheld</u> portable computing device; and

    (c) a module that operates on the computer to transfer the software object from the computer to the <u>handheld</u> portable computing device.

Marked-Up Copy of Claim 9

9. (Amended) The computer program of claim 8, further comprising:

a module that operates on the computer to transfer, between the computer and the

handheld portable computing device, information related to the operation of the

human-machine interface.

Marked-Up Copy of Claim 14

14. (Twice Amended) A method of controlling a process, comprising the steps of:

(a) providing a computer using a first operating system;

(b) providing a handheld portable computing device in communication with the computer, the handheld portable computing device using a second operating system that is less capable than the first operating system;

(c) providing a software object that provides a graphical human-machine interface when operating on the handheld portable computing device, the software object generated on the computer;

(d) operating the software object on the handheld portable computing device to provide the graphical human-machine interface on the handheld portable computing device; and

(e) exchanging information between the computer and the handheld portable computing device, so as to control at least one parameter of a process.

Marked-Up Copy of Claim 15

15. (Twice Amended) The method of claim 14 wherein step (d) comprises operating the

software object on the <u>handheld</u> portable computing device to display both graphical

information and alphanumeric information.